The Legend of Heroes™
A Tear of Vermillion™
TEEN
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CONTENT RATED BY
ESRB
BANDAI®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

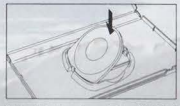
• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Table of Contents

Getting Started 2
Starting Up 3
Main Menu 4
Reading the Screen 6
Shopping 7
Battle 8
Magic 11
Character Introductions 14
The World of El Phildin 18
Region Guide 20
Key Words 22

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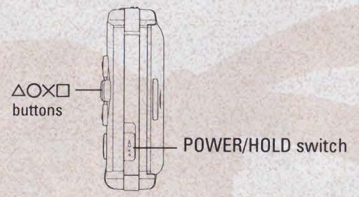
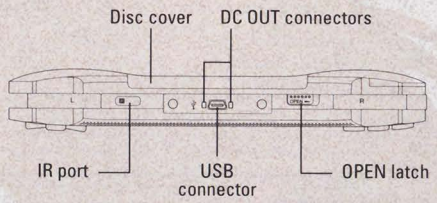
Right Side View



Front View



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT THE LEGEND OF HEROES disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

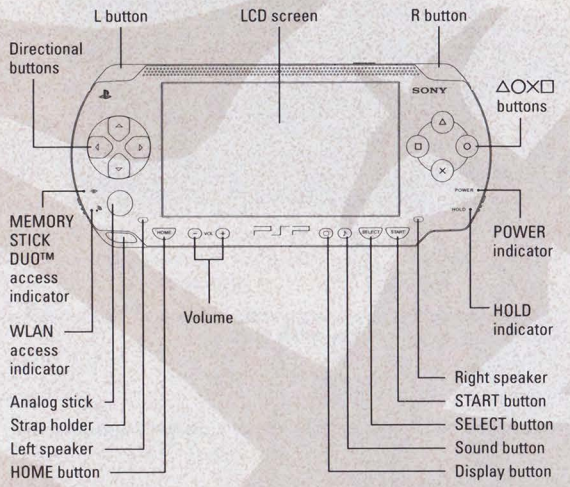
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP™ (PlayStation®Portable) system configuration



Game Controls

Directional buttons	**Movement / Select**
Analog stick	**Movement / Select**
⊗ button	**Confirm / Speak**
△ button	**Fast Forward Text (hold) / Cancel**
□ button	**Open Menu**
○ button	**Pet Menu**
START button	**Use on Main Title**
L button /R button	**Change Between Characters**
SELECT button	**Not Used**

*The button settings listed in the instruction manual are the default settings.

Equip

Change a character's equipment and status display. Switch between characters using the L button and R button.

Item

A list of items you have acquired. You can use items that are usable on the field by selecting it here.

Magic

Displays the magic and techniques you have learned. See page 11 for information on magic attributes.

Map

Displays a map of the entire world of El Phildin. The red point is your present location.

History

Displays Gagharv's history. If an item is displayed as "???" then it will be filled in as you proceed in the game. There are some items you cannot fill in without talking to certain people or reading certain books.

Data

Save: Save your game progress.
Load: Start the game again from a saved location.
Delete: Delete selected save data.

System

Message: Change text display speed.
Button Settings: Change button config.
Battle Dialogue: Choose if you want the characters' shouted messages to display in battle or not.

Currency Amount

Rozes
Pia

See page 7 for further details.

Status Explanation

ATT: The combined attack power based on the character's basic strength and equipment worn.

DEF: The combined defense power based on the character's basic strength and equipment worn.

MAT: Magical Attack power.

MDE: Magical Defense strength.

HIT: Attack accuracy rate.

AVO: Avoidance/Dodge rate.

SPD: The number that determines how early your turn comes up.

EXP: The experience you have earned.

Movement on the Field

While on the field, you can use the directional buttons or analog stick to move. On fields with high and low terrain, you can pass minor differences in elevation, but if there are major differences you will need to find stairs or slopes.

Characters and Conversations

When you get close to characters in the field, an icon will appear. Press the ⊗ button in front of the character you want to talk to in order to begin a conversation.

Investigate

When this icon appears in the environment, press the ⊗ button to investigate it.

Important Icons

There are some times when the "!" icon seen to the right will appear. This indicates something important that needs to be done to proceed in the game or the game's chronology.

Currency & Money Exchanging

When you defeat monsters, you will receive Pia. Pia can be exchanged for currency (Denomination: Roze) at weapon and item shops. Roze are necessary for purchasing items.

Buying/Selling Items

In a store, you can buy and sell items or exchange currency. Weapons and equipment will cause changes in your status. Blue numbers indicate an increase, whereas red numbers indicate a decrease. If there is no change, or you cannot equip that item, there will be no numbers displayed. Use the L button and R button to change between the characters being displayed.

Lodging

If your characters have lost HP or MP, then staying at an inn for the night will restore them completely, even if they were at 0 HP. The hotel's rate will vary depending on the city.

Guild Work

As you progress in the game you will be given work from the Adventurers' Guild. The Adventurers' Guild will have branches in major cities, and their requests will have something to do with what is going on in that region. When you complete the request, inform the guild secretary Meister, and you will receive a reward.

Pets

If you have a pet accompanying you on the field, press the ○ button to open the Pet Menu. By performing "Feed" "Praise" or "Scold" actions, you can see your pet's reaction, and his mood will change. Depending on your pet's mood, the type of support from the pet will differ. Pet food can be bought from item shops or dropped by enemies.

The Flow of Battle

Monsters' reactions to you will depend on your level; if the monster is a higher level than yours, it is a strong enemy and will pursue you. On the other hand, if its level is lower than yours, it is a weak enemy and will run from you. If it's far away, it will be unaware of you and so it won't do anything. When you contact a monster on the field, a battle will begin.

Strong

Weak

Unaware

Input your party members' commands. Once you've inputted all their commands, the battle will commence.

Actions in battle will begin with the fastest character on either side. The turns from there will be determined in descending order of speed.

The battle ends once you have defeated all enemies or you run away. The amount of experience points you have gained will be shown, and characters who have achieved the requisite amount will level up. When leveling up, a character may learn new magic and techniques. If all of your characters are knocked out during battle, the game is over.

Commands in Battle

You give individual instructions to each character during battle. Enter commands in order starting from the left-most character. The battle will pause while the command menu is displayed.

Attack

A circle will be displayed that indicates your movement field. It also indicates the range in which you can attack in that turn. Choose the enemy you wish to attack, and when your action turn comes up, you will execute the attack. You will remain in that place after moving and attacking.

Magic

Select a type of magic, and the list of magic that falls under that category will appear. Select the spell you want to use, and circles representing that spell's range and effect field will appear. The range and effect field of the spell will vary depending on the type of magic it is. Select the spell you wish to use and the target and you will cast the spell when your action turn comes up.

Deadly

You can choose this when your Power reaches "FULL." Based on the Finishing Technique you choose, you will see a circle indicating its range. Your Power will typically go up as you use normal and magical attacks, or take damage from enemy attacks.

Skill

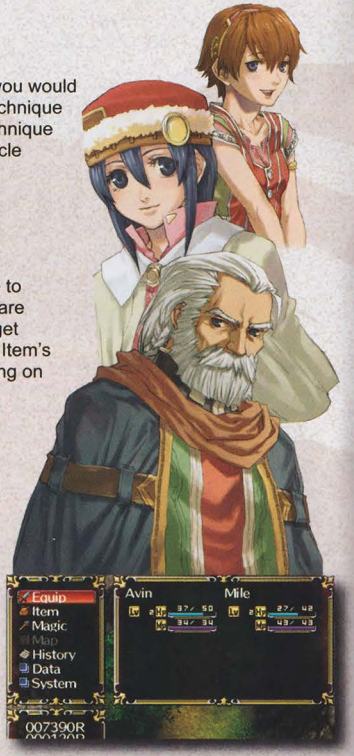
Select the special technique you would like to use from the special technique list. Based on the special technique you choose, you will see a circle indicating its range.

Item

Select the item you would like to use from the list of items you are carrying. Next, select the target you will use the item on. The Item's effect range will vary depending on the item.

Wait

The movement field will be displayed. Use the cursor to select a place to move to. After moving, a character can be attacked, as his defense will go up.



Escape

Run away from battle and return to the field. However, even after the battle is over, the monster will still be on the field, so if you want to run away completely you will have to leave the current area.

If you are knocked unconcious...

During battle, a character whose HP reach 0 is knocked unconscious. This status doesn't go away even when the battle ends, so you will need to use a healing item that removes unconscious status, or spend the night at an inn.

There are 3 types of magic in the world of El Phildin. They are divided into Black Magic, which focuses primarily on attacking; White Magic, which focuses primarily on healing and combat support; and Spirit Magic, which relies on a relationship with the four spirits. The magic that a person can use varies by character, with Avin learning Black Magic, and Mile learning White Magic. See page 24.

About Attributes

Attack magic has a property called "attributes." Its relationship to the enemy's attribute can significantly alter the damage that a spell deals. If your magic has the opposing attribute to your enemy's attribute, the damage will increase, whereas if the attributes are the same it will decrease.

A monster with the fire attribute will be weak against water magic, strong against fire magic.
A monster with the water attribute will be weak against fire magic, strong against water magic.
A monster with the earth attribute will be weak against wind magic, strong against earth magic.
A monster with the wind attribute will be weak against earth magic, strong against wind magic.

Black Magic

Fireball
Attack magic that creates a ball of fire and releases it against a single enemy.
(Attribute: Fire / MP consumed: 2)

Stone Blast
Magic that causes boulders to fall from the sky. Enemies within a certain area will be crushed by the boulder fragments.
(Attribute: Earth / MP consumed: 2)

Aerial Labrys
Calls up a tornado in the area. Causes the enemies to fly into the air, then strike the ground.
(Attribute: Wind / MP Consumed: 2)

Aqua Splash
Destructive magic that compresses a large amount of water into a sphere and throws it at the enemy.
(Attribute: Water / MP Consumed: 4)

White Magic

Rare
Magic that restores by a certain amount. The holy light heals an injured body a bit.
(MP Consumed: 2)

Cure Poison
Magic that soothes a poison effect. Renders the poisons that ruin the body useless.
(MP Consumed: 3)

Slow
Magic that ruins an enemy's reflexes. Lowers dodge ability.
(MP Consumed: 2)

Protection
Support magic that raises defense. A rotating magic sphere reflects the enemy's attacks.
(MP Consumed: 4)

Spirit Magic

Spirit Zal
Gain power from the spirit Zal. The image of Zal that you call upon embodies the power of Fire.
(Attribute: Fire / MP Consumed: 30)

Spirit Nephtys
Gain power from the spirit Nephtys. The image of Nephtys that you call upon embodies the power of Earth.
(Attribute: Earth / MP Consumed: 30)

Spirit Idun
Gain power from the spirit Idun. The image of Idun that you call upon embodies the power of Wind.
(Attribute: Wind / MP Consumed: 30)

Spirit Scotia
Gain power from the spirit Scotia. The image of Scotia that you call upon embodies the power of Water.
(Attribute: Water / MP Consumed: 30)

Bandai Games Questionnaire

The Legend of Heroes: A Tear of Vermillion

Dear Bandai Customer,
Thank you for purchasing The Legend of Heroes™. In order to help us serve you better, please take a moment to complete the following questionnaire.

1. **Please tell us about the person for whom this product was purchased.**
   ❑ Male ❑ Female Age _____
2. **How did you learn about the game?**
   - **a.** In-Store
   - **b.** Internet: Please specify _____
   - **c.** Magazine: Please specify _____
   - **d.** Friend
   - **e.** Other: Please specify _____
3. **Where did you purchase this product?** _____
4. **How much did you pay for this product?** _____

We would like to hear the answers to the following questions from the person who plays this game.

5.

5. How long have you known about this game? _____

6. Do you consider yourself an RPG fan? Yes ❑ No ❑

7. What is your favorite video game and for which platform? _____

8. How would you rate this game? _____

   a. Excellent c. Good e. Poor

   b. Very Good d. Fair

9. What do you like or dislike about this game? _____

10. When did you purchase your PSP™ (PlayStation®Portable) system? _____

11. Where did you purchase your PSP™ system? _____

11b. How much did you pay for your PSP™ system? _____

12. Other than the PSP™ system, which game consoles/handhelds do you own? _____

13. What game magazines do you read? _____

14. Do you check any websites on a daily basis? Yes ❑ No ❑
    If yes, which ones? _____

15. Please feel free to write any additional comments _____

Contact Information:
If you are under 13 years of age, please obtain permission from a parent or guardian before completing this section.

❑ Check here if you would like to receive news and information about other Bandai products and promotions.

Name _____
Email address _____

Thank you for your response!

The World & People of El Phildin

The World of El Phildin
In the beginning, there was light and darkness.

Bardus of light, and Octum of darkness
They were opposing, yet inseparable
At the end of that eternal rivalry
The spirit of the earth, Durga appeared.

The spirit breathed life into the Earth,
and in the end created Man.
Under the divine protection of darkness and light, and the spirit,
Mankind continued in prosperity.

However, mankind was a childlike, imperfect existence.
They looked for profit, carried on in excess
And brought chaos to the Earth
Warping the ways of the gods.

Light wanted to maintain the world as it was,
while darkness sought to destroy it and begin again.
And then, with the spirit in a neutral stance, the gods fought each other,
and in the end it seemed Bardus had sealed Octum.

However, light and darkness are an inseparable existence.
In sealing half of himself, Bardus' body was smashed to pieces
And before long, the family of Durga also went to sleep.

Avin

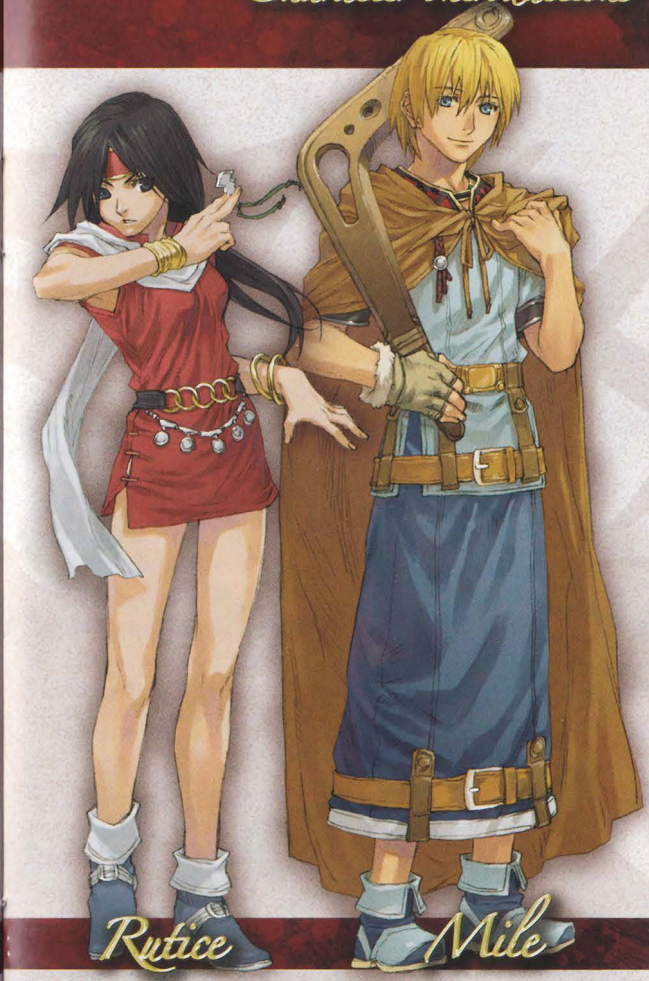
Age 17

The game's hero. He seems rather unsociable, but he has a strong will. He will never forget the memory of his beloved little sister whom he lost at a very young age.

Eimelle

Age 15

Avin's little sister. She's a kind and tender girl who misses her brother dearly. Something occurred in the past and her present circumstances are unknown.



Rutice

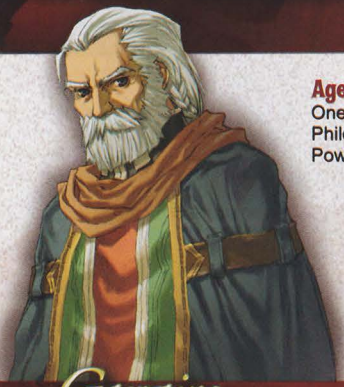
Age 16

A secretive girl who moves in the independent group "Octum's Apostles" along with her comrades. Unlike her fellow Disciples, she dislikes killing.

Mile

Age 18

A stable, sensitive young man with a stout heart. He comfortably and nonchalantly supports his best friend Avin.



Gawaine

Age 61
One of the three wise men of El Phildin, he is known as the Sage of Power. He is strict, but kind.

Shannon

Age 17
A girl who originates from Tibri village. She has a pure and naive character. However, deep down inside she possesses a strong desire and amazing ability to put those desires into action.

Muse

Age 18
A woman with a big attitude but a strong sense of justice. She has a rather strange way of talking, and seems to exist in a world of her own.

Martie

Age 24
A young man studying for the government placement exams. He also carries on his father's business as an Adventurer to pay for his tuition and living expenses.

Douglas

Age 28
The first apprentice Castle, The Sword Saint. He is a remarkable Adventurer, known throughout the country as "Lightning Douglas."

Lucias

Age 23
Known as "Sapphire Eyes Lucias," she is a highly renowned swordswoman. She had the same master as Douglas.

Archem

Age 15
Lives in an isolated house in the Spirit Forest with her grandfather. She is a gentle-hearted girl, and has conversations with the holy beasts Meefa.

Conrad

Age 32
The lord of Balloa. He lives in the harbor town with his beloved wife Teresa. He has earned the warm trust of his citizens through his sincerity.

The World of El Phildin

This world, known as "the land of the sleeping gods," was once the place where the gods Bardus and Octum fought. After the gods fell into their slumber, an age of ceaseless war raged on, until the warrior Milligan suppressed the resistance of each land to unite all the armies. A huge, united nation was founded. With the support of the church of Bardus, Milligan was named Emperor, and the city of El Phildin became his capital. Following this, the land was renamed El Phildin. In El Phildin, the people followed the teachings of god of light, Bardus. The church of Bardus, using the holy city Valkd as their headquarters, spread those teachings to all corners of El Phildin, taught them various ways of life, and even today lend support to the hearts of the people. With the rule of the royal family and guidance of the teachings of Bardus, the people of this land find light in every day.

The Ends of The World

According to ancient books written in the language of the gods, the world was once much larger. However, those who wish to leave El Phildin, regardless of whether they use sea or land routes, inevitably find themselves stopped by some kind of natural blockade. The "Legione Sierra," the "Misty Sea," the "Chaos Vortex," and "Gagharv" are all examples of this, and although many adventurers, explorers, and researchers from the church have tried to challenge them, there is no one who has crossed these barriers and returned alive.

Obstructing the Northern Sea Route, the "Misty Sea"

Off the coast of the fishing village Dorx at the northernmost edge of the Dusis region, there lies the Island of Truth that houses the sleeping remains of historic ruins. From that island, a milky-white mist pours, advancing far into the northern sea route. Not only will compasses lose their way in this mist, but it is said that even migratory birds lose their sense of direction there.

Laying along the Southern Sea Route, the "Chaos Vortex"

Travelers who turn toward the end of the southern inlet sea to escape, run into the "Chaos of Vortex," which is said to swallow everything. It is said to be situated in the area of the ocean that overlooks Gagharv. There are also many storms in the surrounding ocean, perhaps influenced by Gagharv's turbulent air flow. There are few ships who see the Vortex without being dragged under the ocean.

Towering over the Western Land Route, the "Legione Sierra"

The Legione Sierra, which cuts across the western continent from the north to the southeast, is truly a magnificent sight to behold, filled with many sacred mountaintops. However, contrary to this beautiful exterior, the impenetrably steep walls of rock and constant, violent snowstorms discourage many would-be mountain-climbers. The Legione Sierra is a beautiful but severe stretch of unclimbed mountains.

The Trench in the Earth on the Eastern Land Route, "Gagharv"

Those who follow along the Legione Sierra to the southeast of the continent run smack into "Gagharv." It was discovered by the famous ship captain and explorer Bale. There are places in the trench that stretch to a depth of 1000 miles, and the vortex in the sea and chaotic turbulence in the air above prevent entry. It's a tough spot whose very name has come to mean the ends of the earth.

Notos

Region of Notos

At the center is the prosperous capital city ruled by the benevolent government of Milligan XVI. Boasting the greatest collection of books in all of El Phildin in the royal library, the flow of people coming and going from commoners to researchers never ceases. If you travel to the south, you run into the gem mines that are the source of revenue to the royal family, the village of Ourt (known for producing its fresh vegetables), and the bustling highway Sip, full of merchants and carts. Then, if you look to the north, at the base of the river Teba that forms the border with the Region of Boreas, you find the town of Borun, which, although it's just a small fishing village, it shoulders an important burden in the distribution of goods.

Boreas

Region of Boreas

The Region of Boreas may be the most colorful region in all of El Phildin. In the eastern portion there is the Spirit Forest, where even today, spirits and holy beasts live, and then further to the north tower the mountains of the great Canyon. In the center portion, the one and only facility for studying the art of magic, the Magic University; and the Benequia monastery for the church of Bardus serve as gateways to success for those trying to plan a path in life.

In addition, the ironworking town Guia is known for its rich mines, and for its iron crafting and manufacturing of machinery. The village Koruna at the northernmost point is constantly locked in by ice and snow, and even today their temples and shrines to the spirit god Durga remain intact along with their custom of worship of him. In the western portion, Balloa, the territory of the Baron, is the largest fishing village in all of Boreas, energetically prospering from the silver mountain entrusted to them by the royal family.

Region of Dusis

The holy city Valkd, headquarters of the church of Bardus, is the largest city in the Region of Dusis. With its great cathedrals of grandiose architecture and stained glass, it has always received a non-stop flow of religious pilgrims. To the west of the holy city, the natural beauty of El Phildin's largest lake, Moss Lake, stretches forth. It is known that there is gold dust at the bottom of the lake, and this has become an indispensable source of funds to the city.

The city of Cathedra, which lies down the pilgrim's road of Dios, is the holy land of the Bardus sect. It was proclaimed closed by the church and the royal family because of the disaster 10 years ago, but there appears to be another reason for it. In addition, in this region's northern sea lies the "Island of Truth," where it is said ancient ruins from a thousand years ago can be found.

Dusis

The Bardus Religion

Long ago, the god of light Bardus and the god of darkness Octum fought on this world. The Church of Bardus was established to teach the doctrines of the god of light. At first the church's headquarters were based in Cathedral in the Region of Dusis, but as its influence spread it was transferred to the temple of Valkd. The beliefs of the Bardus religion are deeply rooted in the daily lives of the people of El Phildin.

Octum's Apostles

A society that follows the god of darkness Octum. Among its members there are many sorcerers and martial artists, and they have regularly moved secretly to manipulate the history of El Phildin. For centuries they have continued to act against the Church of Bardus, but their existence has been concealed from the masses. The royal family denies the existence of those who serve the god of darkness, and so these incidents have not been recorded in detail in the history books. They have had to acknowledge the apostles' existence since the attack on the Church of Bardus' holy land Cathedral in Gagharv year 929.

The Six Sacred Treasures

The war between the two gods was decided when Bardus sealed Octum. However, darkness and light are two sides of one form. When Bardus sealed Octum, who could be said to be half of his own body, he was smashed into 6 pieces. The pieces of the body were entrusted to the spirit god Durga, who had been taking a neutral stance. Of these, only the god's head, Kabessa, that contains limitless knowledge, has been retrieved by the Church of Bardus.

Durga and the Four Spirits

In the time of legend, near the end of the rivalry between Bardus and Octum, the spirits appeared, along with the spirit god Durga who controlled them. Siding with neither light nor darkness, they took a neutral stance, creating the earth in the world, and various forms of life to live there. It is said that humans were also born at this time. Consequently, Durga is called the mother of life, but she also rules over the dead and guards the land of the dead. The four spirits Nephtys, Scotia, Idun, and Zar serve as Durga's children, but there are only small groups that maintain belief in these spirits and in Durga in the present El Phildin. Bardus entrusted the sacred treasures of his body to Durga and the spirits, but even the spirits went to sleep in the land of El Phildin shortly afterwards.

The 3 Organizations

There are three organizations in El Phildin: the Imperial Army, the Armed Forces of Valkd, and the Adventurers' Guild. The main force of the Imperial Army is based in the capital city of Phildin, but since King Milligan will not move his army recklessly, the Adventurers' Guild was established to deal with the small personal troubles of the citizenry. The Armed Forces stationed in Valkd, headed by the Sage of Power Gawaine, are the same way.

The Adventurers' Guild that spreads throughout the whole of El Phildin is an organization that takes the role of mercenaries. Citizens with noteworthy skills are recruited as Adventurers, assisting in roles that range from exterminating monsters to acting as guards, and even handling domestic disputes.

Holy Beasts of Spirit Forest

Cute animals called Meefa live in the ancient forest in the north of New Borun. It is said that they are holy beasts summoned by Durga in ancient times, and the peculiar aroma given off by the Meefa has the power to quiet the atmosphere and calm peoples' emotions. At one time, their hides were prized as a symbol of nobility, but they were hunted almost to the point of extinction. They are now protected under an official edict from the royal family.

Magic

There are three classifications of magic in El Phildin, known as White Magic, Black Magic, and Spirit Magic. White magic is used for healing and support in battle. Their prayers reach the heavens to call up miracles. Black magic is used to destroy and attack. Using their magic as a medium, these mages manipulate phenomena of the physical world. Spirit Magic is magic that calls upon a spirit. They control the extended families of the four spirits of Earth, Water, Fire, and Wind. These three magic types all have their own inherent theories, principles, and qualities, and require an advanced level of skill. Because of this, it is rare for a person to master both White Magic and Black Magic at the same time.

In the old days, there were powerful types of magic other than the three types. Soul manipulation magic could resurrect the dead. There was magic that could affect time and space, and sorcery that stole away a person's free will. In books from that period, these types of magic were known appropriately as "Forbidden Magic." Even today, there are madmen who are beguiled by ancient magic and the horrific incidents caused by it. Because of this, the Magic University of the Church of Bardus generally prohibits the study of this ancient magic.

Diversions

A popular novel called "Swordswoman Sapphire" is read happily by the populace. This was written by the novelist Karamuro Karamus about the experiences of the adventurer Lucias, and was received as a big hit. He is presently writing a new book, "Ravin of the Gale" based on Avin's experiences.

Phantom Metal

In the mines of Guia, an extremely rare metal has been harvested. In recent years, research has identified its composition and determined that it could possibly be purified manually, but this can't be easily achieved with present skill.

However, if this metal could be utilized, it is certain that it would be a step in reforming industrial technology. This metal will certainly be examined carefully in the future.

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